Education

There are many possible ways in which a character may improve Eduation; there are somewhat fewer ways to improve Training; and virtually no ways in which to improve Instinct.

Education

ED5. Before beginning Education, a character with Edu 4 or less can Check Int: success raises Edu to 5.

EDUCATION	College or University*	University	University
Pre-requisite	Edu = 5+ or 7+*	Edu = 8+	Edu = 9+
To Apply	Int or Edu	Int or Edu	Int or Edu
Pass/Fail	Int or Edu (4x)	Int or Edu (2x)	Int or Edu (2x)
Duration	4 years	2 years	2 years
Graduation	Edu = 8	Edu = 9	Edu= 12
and	Bachelor	Master	Doctor
	Med School	Law School	Trade School
Pre-requisite	Honors Bachelor	Honors Bachelor	C5 = 5
To Apply	Int or Edu	Int or Edu	C2 or C3
Pass/Fail	Int or Edu (4x)	Int or Edu (3x)	Int or Tra (1x)
Duration	4 years	2 years	1 year
Graduation	Edu = 10	Edu = 10	--
and	Medical Doctor	Lawyer	

TRAINING	Apprentice	Training Course	Mentor
Pre-requisite	--	C5 = Tra	C5 = Tra
To Apply	auto	auto	Int
Pass/Fail	Tra (1x)	Tra (1x)	Int or Tra (1x)
Duration	4 years*	1 year	1 year
Graduation	--	--	Tra +2
	*before Life Stage 3		(no Major)

MILITARY SCHOOLS	ANM School	Command College	Service Academy
Pre-requisite	assigned	assigned	C5 = 6
To Apply	auto	auto	Int or Edu
Pass/Fail	C2 or C3 (1x)	Int or C5 (2x)	Int or C5 (4x)
Duration	1 year	2 years	4 years
Graduation	--	--	C5 = 8
And			Commission

Major and Minor. The character selects a Major and a Minor from the appropriate Skill and Knowledge list.

Honors. A College or University student may roll one additional Pass/Fail: success confers Honors and Major+1.

OTC/NOTC. A College or University student may enroll in OTC (Officer Training Course) or NOTC (Naval Officer Training Course) and make one Pass/fail roll: success confers a Commission (OTC = Army Officer1 or Marine Officer1; NOTC = Navy Officer1).

Flight School. A Service Academy Honors graduate may take a 1-year Flight School (Pass/Fail: C2): Passing confers Pilot-2.

ANM Army Navy Marine School

Army Navy Marine Schools are assigned during a military or naval career. The school is resolved and the character returns to career resolution. ANM schools confer Knowledges (rather than Skills), but each year confers Knowledge-2. The ANM Schools Chart shows the available Majors (coded A=Army, N=Navy, M=Marines).

Command College

Every Army Navy and Marine Officer4 is assigned to Command College in the Term he is promoted to Officer4. The character resolves the college and returns to career resolution.

MAJORS AND MINORS

College/University

Any of The Arts
Any of The Sciences
Athlete
Broker
Bureaucrat
Counsellor
Designer
Language
Teacher

Law School

Advocate
Bureaucrat
Counsellor
Diplomat
Psychology

Medical School

Biology
Forensics
Medical
Sophontology

Apprentice
Training Course
Trade School

Admin
Advocate
Animals
Any of The Arts
Any Talent
Any Trade
Comms
Computer
Counsellor
Driver
Engineer
Explosives
Flyer
Forensics
Language
Medical
Seafarer
Sensors
Small Craft

Flight School

Pilot

ANM Schools

A	-	-	ACV
A	N	-	Aeronautics
A	-	M	Artillery
A	-	M	Automotive
-	N	-	Bay Wpns
A	-	M	Beams
A	-	M	Blades
A	N	M	Btl Dress
A	-	M	Exotics
A	-	-	Flapper
A	N	M	Grav
-	N	-	J-Drives
A	-	M	Launcher
A	-	-	Legged
A	N	-	Life Sup
A	-	-	LTA
-	N	-	M-Drives
A	-	-	Mole
A	-	M	Ordnance
-	N	M	Ortillery
A	N	M	P-Plants
A	-	-	Rotor
A	N	-	Screens
A	N	M	Slug Throw
-	N	-	Spines
A	-	M	Sprays
A	-	M	Tracked
A	N	M	Turrets
A	-	M	Unarmed
A	N	M	Wheeled
A	N	-	Wing
A	N	M	WMD
A	-	M	Rider
A	N	M	Trainer
A	-	M	Ship
A	-	M	Small Craft

Naval Academy

Any Starship Skill
Leader
Naval Architect
Tactics

Military Academy

Any Soldier Skill
Leader
Tactics

Command College

Strategy
Leader
Liaison
Fleet Tactics